



> home > about > feedback > login

US Patent & Trademark Office



Try the *new Portal design*

Give us your opinion after using it.

Search Results

Nothing Found

Your search for the **Phrase density <AND>((interpolate <OR> interpolating <OR> interpolated <OR> interpolation) <PARAGRAPH> ("device space" <OR> "display space"))** did not return any results.

To search for *terms* separate them with **AND** or **OR**.

Click on the suggested options:

density AND <AND>((interpolate AND <OR> AND interpolating AND <OR> AND interpolated AND <OR> AND interpolation) AND <PARAGRAPH> AND ("device AND space" AND <OR> AND "display AND space"))

density OR ((interpolate OR OR interpolating OR OR interpolated OR OR interpolation) OR OR ("device OR space" OR OR "display OR space"))

To search for names try using only the last or first name.

You may revise it and try your search again below or click advanced search for more options.

(interpolate <OR> interpolating <OR> interpolated <OR> interpolation) <PARAGRAPH> ("device space" <OR> "display space")	<input type="button" value="SEARCH"/>	[Advanced Search]	[Search Help/Tips]
---	---------------------------------------	-----------------------------------	------------------------------------

Complete Search Help and Tips

The following characters have specialized meaning:

Special Characters	Description
, () [These characters end a text token.
= > < !	These characters end a text token because they signify the start of a field operator. (! is special: != ends a token.)
` @ \Q < { [!	These characters signify the start of a delimited token. These are terminated by the end character associated with the start character.



> home > about > feedback > login

US Patent & Trademark Office



Try the *new* Portal design

Give us your opinion after using it.

Search Results

Search Results for: [(**interpolate <OR> interpolating <OR> interpolated <OR> interpolation**) <PARAGRAPH> ("device space" <OR> "display space")]
Found 5 of 124,998 searched.

Search within Results



> Advanced Search

> Search Help/Tips

Sort by: Title Publication Publication Date Score Binder

Results 1 - 5 of 5 short listing

1 Color spaces for computer graphics 100%

George H. Joblove , Donald Greenberg

Proceedings of the 5th annual conference on Computer graphics and interactive techniques August 1978

Normal human color perception is a product of three independent sensory systems. By mirroring this mechanism, full-color display devices create colors as mixtures of three primaries. Any displayable color can be described by the corresponding values of these primaries. Frequently it is more convenient to define various other color spaces, or coordinate systems, for color representation or manipulation. Several such color spaces are presented which are suitable for app ...

2 Shading and shaders: Shader metaprogramming 100%

Michael D. McCool , Zheng Qin , Tiberiu S. Popa

Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware September 2002

Modern graphics accelerators have embedded programmable components in the form of vertex and fragment shading units. Current APIs permit specification of the programs for these components using an assembly-language level interface. Compilers for high-level shading languages are available but these read in an external string specification, which can be inconvenient. It is possible, using standard C++, to define a high-level shading language directly in the API. Such a language can be nearly indist ...

3 Incremental and hierarchical Hilbert order edge equation polygon 100%

rasterizatione

Michael D. McCool , Chris Wales , Kevin Moule

Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware August 2001

A rasterization algorithm must efficiently generate pixel fragments from geometric